WICKED6
CYBER BATTLE

Tournament Kick-Off

Kick Off Agenda

- Wicked6 Overview
- Wicked6 Cyber Battle Overview
  - Practice Sessions
  - Scrimmage
  - Game Day
- GL1TCH Cyber Range
- Tournament Rules
- Q&A

Wicked6 Hack and Chat
Expanded to a 3-day event! New game platforms

72 HOURS OF
WOMEN TALKING CYBERSECURITY

10 GENERAL
CYBERSECURITY GAMES

TOURNAMENT
FINALE STREAMED LIVE

- Access to Wicked6 talks and general gameplay is included
- Online on Brella virtual event platform & Discord
- Technical speaker slots available for recorded sessions. Foreign language presos accepted
- Walkthrough contest - must be releasable & solved in past 3 months

Wicked6 Cyber Battle Tournament
Global All-Women Team Tournament

- Hosted on **GL1TCH** CYBER RANGE

- Attack & Defense
  - Team size up to 8
  - Players can come and go

- Live Streaming

📅 Feb 28 - Mar 2 *Practice #1*
Optional. 3pm ET Friday - 3pm ET Sunday

📅 Mar 14 - *Scrimmage*
*Optional. **3pm-11pm ET** during Practice #2*

📅 Mar 14 - Mar 16 *Practice #2*
Optional. 3pm ET Friday - 3pm ET Sunday

📅 March 30 - **Cyber Battle**
*LIVE COMPETITION **8am ET - 5pm ET***

Streaming the Competition

March 30 - **Cyber Battle**

LIVE COMPETITION 8am ET - 5pm ET

TENTATIVE STREAM SCHEDULE

3pm - RECAP PLAY HIGHLIGHTS & SHOW WALKTHRUS

4pm - LIVE SHOUTCAST

5pm - **END** BATTLE

- FINAL ANALYSIS & HIGHLIGHTS
- Announce GENERAL PRIZE WINNERS
- Announce TOURNAMENT WINNERS

6pm - END STREAM

Bailey Marshall

IppSec

Our 2025 **Livestream Shoutcasters**

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HACK THE BOX

Gamer Roles & Expectations

1 **2** **3** **4**

Teams of 1-8
ALL PLAY!

5 **6** **7** **8**

+ You will abide by the honor code and platform rules.

+ You will share screens live on stream.

+ No other access to Discord channels outside of game channel provided.

+ Video on during live finale is optional. But you will need to share it at least once.

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Honor Code

All participants are expected to embody a spirit of mutually beneficial competition and operate in accordance with the honor system. This means that all participants will act honorably, following all rules set forth herein, and compete with exceptional sports(wo)manship.

- Do not watch the live stream while you're competing.
- By participating you are consenting to your actions being monitored/ recorded.
- Denial-of-service and brute force attacks are off-limits, and additional compute power will not give you an advantage/ get around your designated bandwidth limits.
- None of the challenges are designed such that a brute force attack will solve them.
- Report vulnerabilities found within the platform; especially those that lead to an unfair advantage. Competitors that report such vulnerabilities may be rewarded with a small point value -- TBD at the time of disclosure, at the discretion of the platform team.

Using Discord

- W6 Cyber Battles

- Private team channels.
  - Chat & voice
  - Captains can create threads within the channel

- English required during game
- Translation bot will be available (this is our first use of this app)

GL1TCH INTRO

Wicked6 CYBER GAMES

HITCHHIKER'S GUIDE TO ATTACK/DEFENSE

Wicked6 - Tournament Overview
February 27

GL1TCH
CYBER RANGE

What to pay attention to

- whoami
- Attack/Defense
  - The why
  - The what
  - The how
- Glitch Range
  - How to connect
  - How to play
  - How to win
- Connection Walkthrough

B00TK1D@GL1TCH:~# whoami

- Josiah Stearns
- CTFing since 2019 with Delogrand + US Cyber Team
- Starting building Glitch Range in 2023

Attack/Defense: The why

- CTFs are:
  - Static
  - Offense-only
  - Self-paced
  - Incredibly fun
- Attack/Defense is:
  - Dynamic
  - Offense and defense
  - A race
  - Incredibly fun

Attack/Defense: The what

- Services - the challenge (4-8 services per game)
  - Every team given identical set of services
  - Source-code based vulnerabilities (occasionally binaries)
  - Provides ability to log in, store information, retrieve information
- Vulnbox - hosts each team's services
  - Every team granted root access on their own vulnbox
  - Full access to modify source code, add network blocks, administer system
- Game server - the scorekeeper
  - Routes traffic through Source NAT
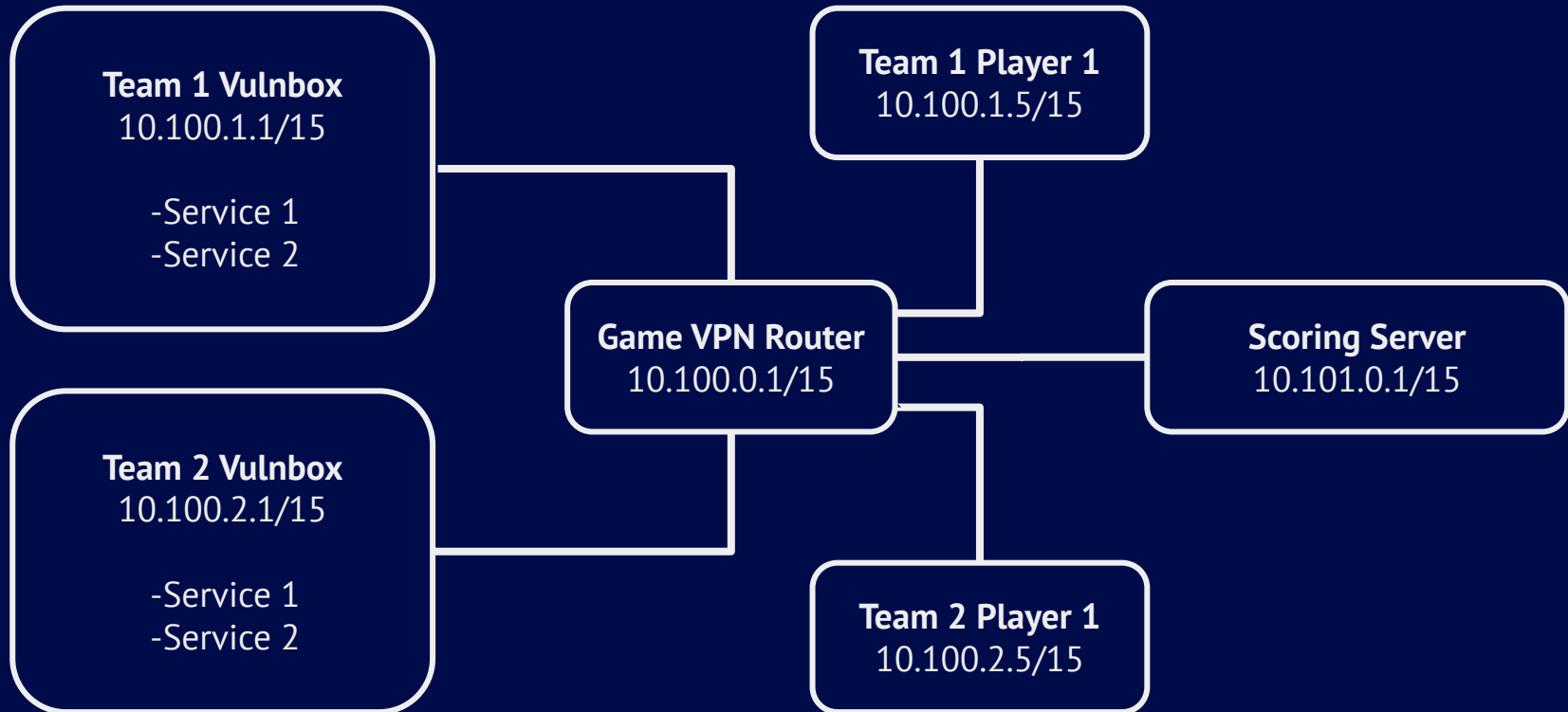 - Checks service uptime and plants flags

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Attack/Defense: The how

- Tick: full cycle of A/D actions
  - Usually set as 60 - 180 seconds
- Flag: secret protected information
  - Common flag format: [A-Z0-9]{31}=
  - Expire after some amount of ticks (usually 5 ticks)
- Service Level Agreement (SLA) Checks:
  - PUT: Plants a new flag
  - GET: Retrieves recently planted (unexpired) flag
  - SLA: Verifies general functionality of the service
- Scoring
  - Offense: gain points by submitting other teams' flags
  - Defense: lose points when other teams submit your flags
  - SLA: gain points for ticks in which all checks pass

Attack/Defense: The how

Team 1 Vulnbox
10.100.1.1/15

-Service 1
-Service 2

Team 1 Player 1
10.100.1.5/15

Game VPN Router
10.100.0.1/15

Scoring Server
10.101.0.1/15

Team 2 Vulnbox
10.100.2.1/15

-Service 1
-Service 2

Team 2 Player 1
10.100.2.5/15

Glitch Range: How to connect

- Preparation
  - Install Wireguard
- Minute zero
  - Join links distributed to each team
  - Format: https://w6.glitch.ad/join/3a37ca8cefe9e5e499ff4424ff08d757
  - Network is open from start

Glitch Range: How to play

- Connect to VPN
  - Enter username
  - Download VPN config
- Log into vulnbox
  - ssh root@vulnbox.glitch.ad
- Start triaging service source code
  - Patch and redeploy services
  - Write and deploy exploits
- Monitor network traffic for inbound exploits
  - Add network block rules
  - Steal exploits off the wire

Glitch Range: How to play

- Tick length: 120 seconds
- Flag format: [A-Z0-9]{31}=
- 3-6 services covering web, crypto, and pwn
- Scoring formula:
    - **service_score** = sla_score + offense_score - defense_score
        - **sla_score** = sqrt(total_teams) / sqrt(teams_passing_sla)
        - **offense_score** = sum(captured_flag_values)
        - **defense_score** = -sum(lost_flag_values)
    - **flag_value** = 1 / sqrt(teams_stealing_flag)
- Game day: March 30, 2025
    - Setup (self-organize/prepare): 8:00 am EDT
    - Range open: 9:00 am EDT
    - Range close: 5:00 pm EDT

Glitch Range: How to win

- Triage quickly
- Focus on service-level vulnerabilities
- Watch network traffic closely
- Minimize exploit fingerprints
- Communicate

Walkthrough

Questions?

Questions?

- Are we required to attend **practice sessions**?
  NO. These are for you to become familiar with the platform and practice as a team. It is solely at your discretion

- Are we required to attend **scrimmage**?

  NO. This time is for you to engage in live play and is optional.

- Are we required to be logged on at 8am ET on March 30?

  YES. This is to ensure all teams can successfully access the platform and will be given a pre-competition briefing.

- Resources you recommend for a person or team new to this?

  Local version to practice: https://github.com/Blackslashtech/glitch

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CYBER BATTLE

Thank You!

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